

## IN THE SPECIFICATION

Please amend the paragraph starting on page 2, line 19 of the specification as follows:

Much of the focus on improving real-time, online multi-player games is on how to reduce player experienced response time. For timely state updates at player consoles, dead reckoning is commonly used to compensate for packet delay and loss. For client-server based first person shooter games, Y. W. Bernier, "Latency Compensation Methods in Client/Server In-game Protocol Design and Optimization," in Proc. of Game Developers Conference '01, 2001, ~~URL:~~

~~http://www.gdconf.com/archives/proceedings/2001/~~~~prog.backslash.papers.html~~

discusses a number of latency compensating methods at the application level which are proprietary to each game. These methods are aimed at making large delays and message loss tolerable for players but do not consider the problems introduced by varying delays from the server to different players.

Please amend the paragraph starting on page 6, line <sup>14</sup>~~19~~ of the specification as follows:

The Fair-Order Service invention is based on a framework that uses a proxy architecture making it transparent to any specific game application. The service is well suited to client-server based, online multi-player games, where a fair order of player actions is critical to the game outcome. Examples of such games include first person shooter games like Quake, R. Swamy, "idSoftware Releases Quake 1 Source Code Under the GPL," ~~URL: http://linuxtoday.com/stories/14111/html,~~ and real-time role playing games such as Dark Age of Camelot, Mythic Entertainment, ~~"Dark Age of Camelot,"~~ ~~URL: http://www.darkageofcamelot.co-m.~~ The game framework is clearly defined and its applicability in practice is illustrated through examples.

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